UX Final Project

Group 10

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Ontario Design System

https://designsystem.ontario.ca/

Demo Walkthrough

Demo of our Figma prototype

Stakeholder Expectations

What our Stakeholders want

Stakeholder Expectations

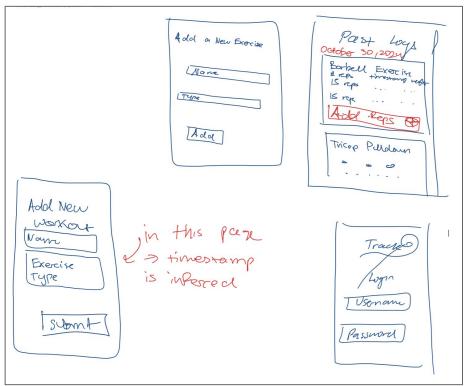
- The application is going to be a mobile UI meant for tracking fitness workouts.
- Users should be able to record and check records of their fitness workouts,
 therefore the UI should be interactive.
- Users should be able to define their own exercises
- Users should be able to view past workouts they've done
- The UI should have multiple pages to help separate different actions to help increase usability.
- User should be able to undo their actions
- There should be feedback when an error occurs

Initial Prototypes

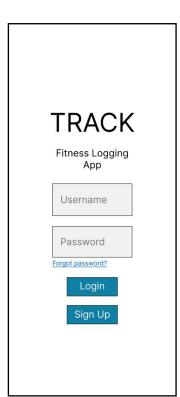
Brief presentation of our sketches

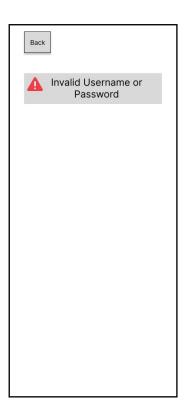
Sketches

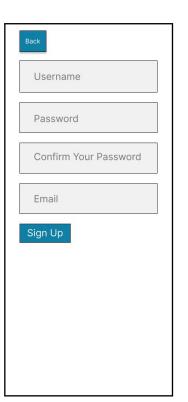


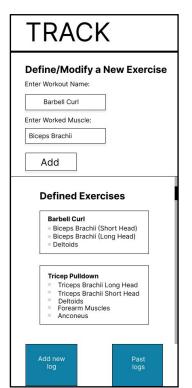


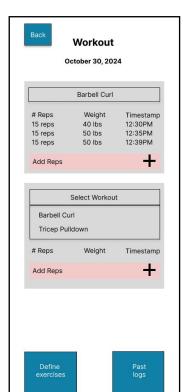
First Prototype Iteration



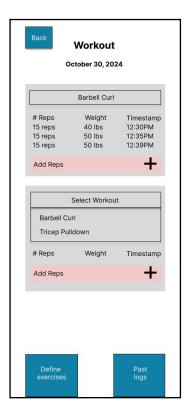


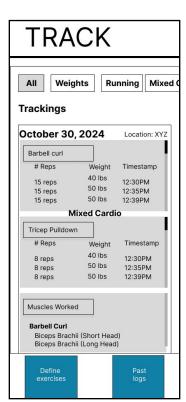






First Prototype Iteration





HCI Aspects

- Consistency
- Accessibility
- Usability
- Colour
- Aesthetic & Minimalist Design
- Perceived Affordance
- Transfer Effects
- Causality
- Efficiency
- Error Prevention/Recovery

Login

Consistency

- 12 column and 16px gutter layout
- 12 columns are equal
- Every element is based on this layout grid
- All element sizes are based on how my columns/gutter they take up
- Vertically spaced out in units of 8px

TRACK

Fitness Logging App

Username

Password

Forgot password?

Login

Sign Up

TRACK

Fitness Logging
App

Username

Password

Forgot password?

Login

Sign Up

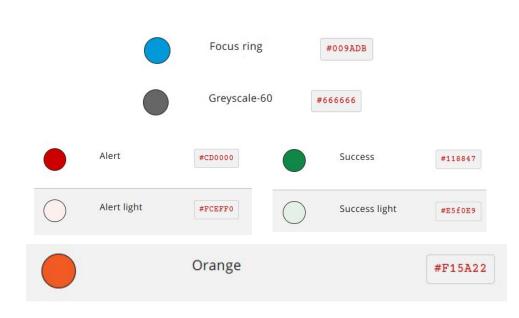
Layout grids visible

Usability

- Uses Ontario government design system, government must be accessible to public
- All font is 16px to be readable by most people
- All interactable elements are at least 16px by 16px
- Interactable elements have text/hints
- Colours from Ontario Design System

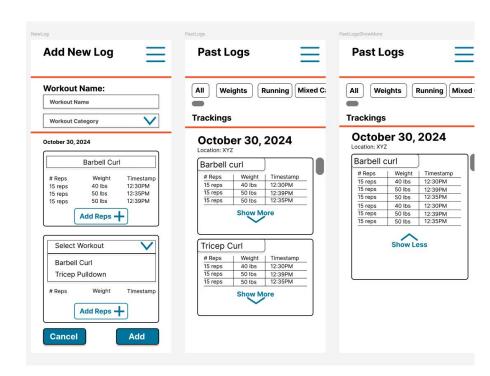
Colour

- Blue was used for buttons as they are important and colour blindness is usually green/red
- Text all them meet the WCAG colour contrast standard of 4.5 to 1
- Red and Green for positive reinforcement
- Orange is associated with exercise



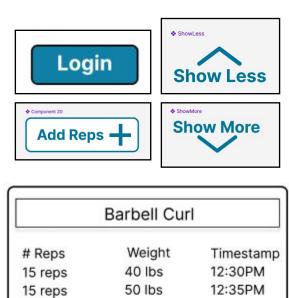
Aesthetic & Minimalist Design

- Orange used to break up monotony of white and black
- Easy to read and use
- Things are spaced out 16px away at least
- No irrelevant information



Perceived Affordance

- The colour blue is used to indicate action across our app.
- Icons (arrows and the plus button)
 are used to indicate the kind of
 event that will occur upon pressing
 the button
- It is clear that there are rows of text in this section, and pressing the "Add Reps" button will add a new row of possibly more text, since the button is within the boundary of the "Barbell Curl" section.



15 reps

Perceived Affordance

- Two elements are key here:
 - More options are cut off from the screen
 - A rectangle with rounded edges is at the start
- This indicates that there are more options to be explored, and this component can be scrolled to view more, in a carousel fashion.



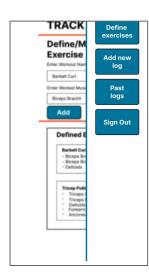


Transfer Effects

- Hamburger Icons are commonly used, indicating that a menu is hidden and can be revealed.
- In our app, the hamburger icon opens the side bar, revealing more options to the user.

 Most users are familiar with logins and sign up pages.

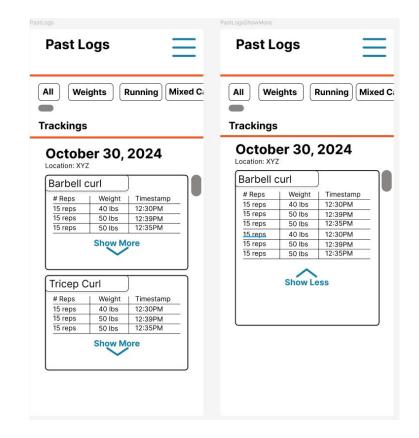






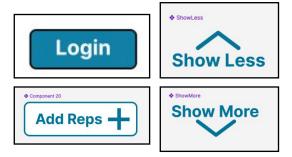
Causality

- Direct Correlation with button text and action
- Sense of Feedback: Users know when their action is successful
- Button
 consistency/mapping:
 Buttons look uniform and
 behave the same way in
 expected context



Learnability

 Blue is used in all screens to indicate a clickable button. Blue is not used for any purpose but this.

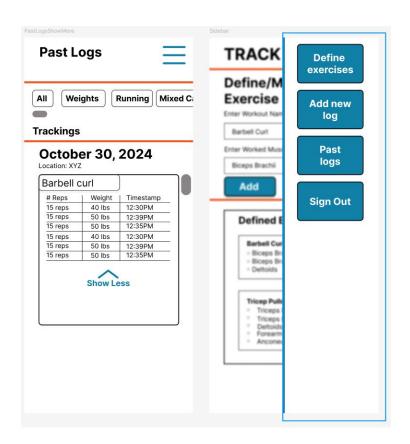


 Feedback is used, to inform the user if an action is desirable or unwanted.



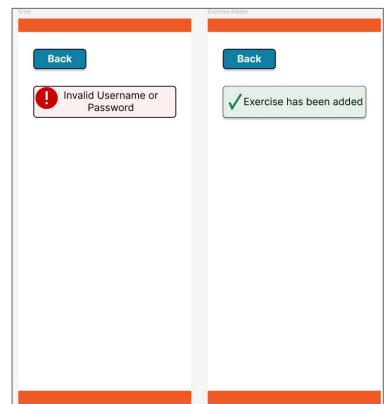
Efficiency

- Sidebar and buttons on the right
- Hand is likely the right after using sidebar button
- Inspired from Fitts' Law



Error Prevention/Recovery

- Red/Green for positive reinforcement
- Page text tells you what went wrong or right



Future Improvements

What the future waits for our prototype...

Future Improvements

- Animations for a better user experience
 - while keeping a minimalistic design, adding animations can aid in the user experience by clearly showing cause and effect.
- Experiment with different colour themes
 - Can use Stark Figma plugin to experiment with how different colour themes are perceived by different users; some with different color blindnesses.
- Experiment with different fonts and font sizes
 - Some fonts may be more readable than others
- More Error Prevention
 - Make/show aspects of the UI only accept certain values
- Increase accessibility
 - Not everyone is right handed; add the option to move hamburger icon to the other side